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09/677,936	10/03/2000	James R. Fenton	247/121	5611

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LOS ANGELES, CA 90013-1025

EXAMINER
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DELGADO, MICHAEL A

ART UNIT	PAPER NUMBER
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2144

DATE MAILED: 05/19/2005

Please find below and/or attached an Office communication concerning this application or proceeding.

## Office Action Summary

Application No.

09/677,936

Applicant(s)

FENTON, JAMES R.

Examiner

Michael S. A. Delgado

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-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

### Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If the period for reply specified above is less than thirty (30) days, a reply within the statutory minimum of thirty (30) days will be considered timely.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

### Status

- 1) ☒ Responsive to communication(s) filed on 03 February 2005.
- 2a) ☒ This action is **FINAL**. 2b) ☐ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

### Disposition of Claims

- 4) ☒ Claim(s) 1-40 is/are pending in the application.
- 4a) Of the above claim(s) \_\_\_\_\_ is/are withdrawn from consideration.
- 5) ☐ Claim(s) \_\_\_\_\_ is/are allowed.
- 6) ☒ Claim(s) 1-40 is/are rejected.
- 7) ☐ Claim(s) \_\_\_\_\_ is/are objected to.
- 8) ☐ Claim(s) \_\_\_\_\_ are subject to restriction and/or election requirement.

### Application Papers

- 9) ☐ The specification is objected to by the Examiner.
- 10) ☒ The drawing(s) filed on 03 October 2000 is/are: a) ☒ accepted or b) ☐ objected to by the Examiner.  
Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).  
Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
- 11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

### Priority under 35 U.S.C. § 119

- 12) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
- a) ☐ All b) ☐ Some \* c) ☐ None of:
- ☐ Certified copies of the priority documents have been received.
  - ☐ Certified copies of the priority documents have been received in Application No. \_\_\_\_\_.
  - ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

\* See the attached detailed Office action for a list of the certified copies not received.

### Attachment(s)

- |  |   |
|--|---|
| 1) <input type="checkbox"/> Notice of References Cited (PTO-892)   | 4) <input type="checkbox"/> Interview Summary (PTO-413)<br>Paper No(s)/Mail Date. _____ |
| 2) <input type="checkbox"/> Notice of Draftsperson's Patent Drawing Review (PTO-948)                                   | 5) <input type="checkbox"/> Notice of Informal Patent Application (PTO-152)             |
| 3) <input type="checkbox"/> Information Disclosure Statement(s) (PTO-1449 or PTO/SB/08)<br>Paper No(s)/Mail Date _____ | 6) <input type="checkbox"/> Other: _____  |

## **DETAILED ACTION**

### ***Response to Arguments***

1. Applicant's arguments filed 2/03/2005 have been fully considered but they are not persuasive. In response to the argument that the prior art does not teach the interaction of a story line and a participant. Harvey disclosed a central controller 115 in which players are allowed to play a game in an interactive manner (Fig 6) (Col 23, lines 20-30). In playing a game, it requires taking a series of actions that result in a series of outcomes which eventual leads to a winner. The path taken from the start until the end where a winner is established (story line) is dictated by the choices made by the participants of the game. This is consistent with applicant specification a page 4, lines 4-12.

In response to the argument that “a message sent by the system manager to the participant that conveys information of the story line” is not taught by the prior art. Page 31, lines 1-9 of the applicant specification disclosed this limitation (See Fig 6 of applicant disclosure). This is consistent with the Harvey invention where participants are emailed with instruction that a game is about start (Col 24, lines 25-45). The participants are instructed as to the interaction within a community, which include a game community (Col 14, lines 25-45) (Col 22, lines 50-65) (Col 23, lines 20-30).

In response to the argument that the limitation “a subsequent message sent by the system manager that furthers the story line based on the participant's response” is not taught by prior art. In light of the amended claim 1, the Harvey invention teaches about playing a game as presented in the above argument. The outcome of the game is as a result of a sequence of actions done by the players in agreement with the rules of the game (Col 23, lines 20-30).

In response to the argument as to limitation “ interactive story line having a plurality of routes wherein a participant assume the role of a character in the story line interacts with the story line and affects the progress of the story line”. Harvey invention, teach about using character in relation to playing a game (Col 27, lines 40-50). The use of a character in the context of play a game can only be use in the way that is claimed by the applicant. The plurality of route disclosed by the many possible paths a game could take base on the choices of the players (Col 23, lines 20-30).

***Claim Rejections - 35 USC § 102***

1. The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

A person shall be entitled to a patent unless –

(e) the invention was described in (1) an application for patent, published under section 122(b), by another filed in the United States before the invention by the applicant for patent or (2) a patent granted on an application for patent by another filed in the United States before the invention by the applicant for patent, except that an international application filed under the treaty defined in section 351(a) shall have the effects for purposes of this subsection of an application filed in the United States only if the international application designated the United States and was published under Article 21(2) of such treaty in the English language.

2. Claims 1-4, 6-7, 9-16, 18-22, 24-31, 33- 36 and 39-40 rejected under 35 U.S.C. 102(e) as being anticipated by US Patent No. 6,519,629 by Harvey et al.

In claim 1, Harvey teaches about a system wherein a participant interacts with an evolving story line “game”, comprising (Fig 7):

a system manager “Central Controller Module” including memory and a processing unit, the system manager being connected to at least one form of media and at least one participant (Col 6, lines 20-40);

a message sent by the system manager to the participant “player” that conveys

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information of the story line (Col 22, lines 50-65) (Col 23, lines 20-30) ;

a response sent by the participant to the system manager that responds to the message (Col 23, lines 20-30) (Fig 6); and (This is realized in the central controller ability to control the interaction between users).

a subsequent message sent by the system manager that furthers the story line based on the participant's response (Col 23, lines 20-30) (Col 24, line 65- Col 25, line 5).

wherein the message, the response and the subsequent message are sent while the participant interacts with the evolving story line (Col 22, lines 50-65) (Col 23, lines 20-30).

In claim 2, Harvey teaches about a system of claim 1 wherein the message is an e-mail (Col 24, lines 40-50).

In claim 3, Harvey teaches about a system of claim 1 wherein the message includes a hyperlink that reflects a possible response by the participant (Col 27, lines 20-30).

In claim 4, Harvey teaches about a system of claim 3 wherein the participant is directed to the web page by clicking on the hyperlink (Col 27, lines 20-30).

In claim 6, Harvey teaches about a system for providing an interactive story line “coordinated game” having a plurality of routes, wherein a participant “user” assumes the role of a character in the story line, interacts with the story line and affects the progress of the story line, the system comprising (Fig 7):

a system manager “Central Controller Module” that stores information about the story line (Col 22, lines 45-60);

a message from the system manager to the participant that seeks a response by the participant (Col 24, lines 25-45); and

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a response by the participant to the message that represents how the participant's character interacts with the story line and that is provided to the system manager (Col 27, lines 40-50);

wherein the system manager progresses the story line along a route based on the participant's response (Col 27, lines 40-50).

In claim 7, Harvey teaches about a system of claim 6, further comprising:

a subsequent message from the system manager to the participant that has content depending on the participant's response and that seeks a subsequent response by the participant (Col 25, lines 5-20); and

a subsequent response by the participant that represents how the participant's character interacts with the content of the subsequent message and that is provided to the system manager (Col 25, lines 5-20);

wherein the system manager further progresses the story line along a route based on the participant's subsequent response (Col 25, lines 20-40). (This is playing within the rules of the game).

In claim 9, Harvey teaches about a system of claim 7, further comprising:

additional subsequent messages from the system manager to the participant that have content depending on the participant's prior responses and that seek subsequent responses by the participant (Col 26, lines 5-15); and

additional subsequent responses by the participant that represent how the participant's character interacts with the content of the additional subsequent messages

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and that are provided to the system manager (Col 26, lines 5-15); (While the game is in process all interaction go through “Central Controller Module”)

wherein the system manager further progresses the story line along a route to the story line's interim or final conclusion based on the participant's additional subsequent responses (Col 26, lines 5-15). (Interaction between players through “Central Controller Module” until game ends)

In claim 10, Harvey teaches about a system of claim 6, wherein the message is in the form of an email, video mail, voice mail, instant message, fax or phone message (Col 31, lines 25-40).

In claim 11, Harvey teaches about a system of claim 6, wherein the message is in the form of an email containing a hyperlink to a web page, and the participant visits the web page to obtain information about the story line (Col 27, lines 20-30).

In claim 12, Harvey teaches about a system of claim 11, wherein the web page includes a textual, video, graphical or audio description of another character in the story line (Col 5, lines 55-67) (Col 27, lines 40-50).

In claim 13, Harvey teaches about a system of claim 6, wherein the message is personalized by indicating the participant's real-life name or the participant's real-life address (Col 12, lines 40-55).

In claim 14, Harvey teaches about a system of claim 6, wherein the message provided by the system manager is a message from another character in the story line (Col 26, lines 5-15).

In claim 15, Harvey teaches about a system of claim 6; wherein the system administrator includes a server (Col 6, lines 20-30).

In claim 16, Harvey teaches about a system of claim 6, wherein the message and response between the system manager and participant are exchanged over the Internet (Col 6, lines 40-50).

In claim 18, Harvey teaches about a system of claim 6 wherein the story line is educational, erotic, and historical or involves espionage (Col 8, lines 35-45).

In claim 19, Harvey teaches about a system of claim 6 wherein the role of the character in the storyline assumed by the participant is the participant's real-life identity (Col 12, lines 40-55) (Col 24, lines 10-25).

In claim 20, Harvey teaches about a system of claim 11, wherein the web page contains information regarding actual events occurring in reality and fictional information that describes the story line (Col 23, lines 40-55). (A virtual card game)

In claim 21, Harvey teaches about a method for providing an interactive story line "game" having a plurality of routes, wherein a participant "user" assumes the role of a character in the story line (player within a game), interacts with the story line and affects the progress of the story line, the method comprising (Fig 7) (Col 26, lines 5-15):

storing information about the story line (Col 6, lines 20-40);

sending a message to the participant that seeks a response by the participant (Col 24, lines 25-45);



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receiving a response by the participant to the message that represents how the participant's character interacts with the story line; and progressing the story line along a route based on the participant's response (Col 24, lines 45-55).

In claim 22, Harvey teaches about a method of claim 21, further comprising:

sending a subsequent message to the participant that contains content depending on the participant's response and that seeks a subsequent response by the participant (Col 25, lines 5-20);

receiving a subsequent response by the participant that represents how the participant's character interacts with the content contained in the subsequent message (Col 25, lines 5-20); and

further progressing the story line along a route based on the participant's subsequent response (Col 25, lines 20-40). (This is the interaction that take place while play a game)

In claim 24, Harvey teaches about a method of claim 22, further comprising:

sending additional subsequent messages to the participant that have content depending on the participant's prior responses and that seek subsequent responses by the participant (Col 26, lines 5-15);

receiving additional subsequent responses by the participant that represent how the participant's character interacts with the content of the additional subsequent messages (Col 26, lines 5-15); and

further progressing the story line along a route to the story line's interim or

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final conclusion based on the participant's additional subsequent responses (Col 26, lines 5-15).

(The above claim is consistent with play a game from a "Central Controller Module")

In claim 25, Harvey teaches about a method of claim 21, wherein sending the message comprises sending an e-mail, video mail, voice mail, instant message, fax or phone message (Col 31, lines 25-40).

In claim 26, Harvey teaches about a method of claim 21, wherein the message is in the form of an e-mail containing a hyperlink to a web page, and the participant visits the web page to obtain information about the story line (Col 27, lines 20-30).

In claim 27, Harvey teaches about a method of claim 26, wherein the web page includes a textual, video, graphical or audio description of another character in the story line (Col 5, lines 55-67) (Col 27, lines 40-50).

In claim 28, Harvey teaches about a method of claim 21, wherein the message is personalized by indicating the participant's real-life name or the participant's real-life address (Col 12, lines 40-55).

In claim 29, Harvey teaches about a method of claim 21, wherein the message is a message from another character (another player) in the story line (Col 26, lines 5-15).

In claim 30, Harvey teaches about a method of claim 21, wherein the information about the story line is stored on a server (Col 6, lines 20-30).

In claim 31, Harvey teaches about a method of claim 21, wherein the message and response are exchanged over the Internet (Col 6, lines 40-50).

In claim 33, Harvey teaches about a method of claim 21, wherein the story line is educational, erotic, historical or involves espionage (Col 8, lines 35-45).

In claim 34, Harvey teaches about a method of claim 21, wherein the role of the character in the story line assumed by the participant is the participant's real-life identity (Col 12, lines 40-55) (Col 24, lines 10-25).

In claim 35, Harvey teaches about a method of claim 26, wherein the web page contains information regarding actual events occurring in reality and fictional information that describes the story line (Col 23, lines 40-55).

In claim 36, Harvey teaches about a system for providing an interactive story line “game” having a plurality of routes, wherein a participant “user” assumes the role of a character in the story line, interacts with the story line and affects the progress of the story line (play within the rule of the game), the system comprising (Fig 7):

a system manager “Central Controller Module” that stores information about the story line (Col 6, lines 20-40);

an informational message from the system manager to the participant that provides information about the story line but that does not seek a response by the participant (Col 15, lines 60-67); (A user can decide not to participate)

a response-seeking message from the system manager to the participant that seeks a response by the participant (Col 24, lines 25-45); and

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a response by the participant to the response-seeking message that represents how the participant's character interacts with the story line and that is provided to the system manager (Col 24, lines 45-55);

wherein the system manager progresses the story line along a route based on the participant's response (Col 27, lines 40-50).

In claim 39, Harvey teaches about a system for providing an interactive story line, wherein a participant assumes the role of a character in the story line, interacts with the story line and affects the progress of the story line, the system comprising (Fig 7):

a system manager "Central Controller Module" that stores information about the story line, including information about a plurality of possible routes that the story line may take as a result of the participant's interaction with the story line (Col 6, lines 20-40);

a plurality of messages from the system manager to the participant, wherein at least some of the messages are response-seeking messages (Col 24, lines 25-45); and

a plurality of responses by the participant to the response-seeking messages that are provided to the system manager, the plurality of responses representing how the participant's character interacts with the story line (Col 26, lines 5-15);

wherein the system manager progresses the story line along one of the plurality of possible routes stored by the system manager, the route being dependent on at least some of the participant's responses (Col 26, lines 5-15).

In claim 40, Harvey teaches about a system for providing an interactive story line, wherein a participant assumes the role of a character in the story line, interacts with the story line

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and affects the progress of the story line, the system comprising (Fig 7):

a system manager that stores information about the story line, including information about a plurality of possible routes that the story line may take as a result of the participant's interaction with the story line (Col 24, lines 25-45);

a plurality of messages from the system manager to the participant, wherein at least some of the messages are response-seeking messages, and at least one message includes a web page containing information regarding actual events occurring in reality and fictional information that describes the story line (Col 26, lines 5-15) (Col 27, lines 20-30); and

a plurality of responses by the participant to the response-seeking messages that are provided to the system manager, the plurality of responses representing how the participant's character interacts with the story line (Col 26, lines 5-15);

wherein the system manager progresses the story line along one of the plurality of possible routes stored by the system manager, the route being dependent on at least some of the participant's responses (Col 26, lines 5-15).

### ***Claim Rejections - 35 USC § 103***

3. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

4. Claims 5, 8, 17, 23, 32 and 37-38 are rejected under 35 U.S.C. 103(a) as being unpatentable over US Patent No. 6,519,629 by Harvey et al in view of US Patent No. 6,357,043 by Ellis et al.

Harvey teaches all the limitation but does not explicitly teach about a system of claim 1, wherein the system manager includes a timer, wherein a signal is transmitted from the participant to the system manager upon the participant's review of the message and wherein the timer provides the participant with a certain amount of time to respond.

The use of timer in share medium is well known as disclosed by Ellis. Ellis teaches about a setup screen of an electronic media in which a timely response is needed from a user (Col 25, line 55- Col 26, line10). It would have been obvious at the time of the invention for some one of ordinary skill to use a time out approach in order to prevent congestion.

In a share network media, it is important that every client is served in due time. By waiting for a client to response to a request, a processor is committed to that client while other clients are put on hold. By waiting too long for a response, the request queue becomes large which causes the processor to become overburdened. By allotting the time that is required for a response, the request queue will be maintained at a manageable amount and thus will prevent congestion.

In claim 8, Harvey combined with Ellis, teaches about a system of claim 7, further comprising:

a timer that notes when the message is sent to the participant, when the participant reviews the message or when the participant responds to the message (covered in claim 5);

wherein the system manager sends the subsequent message a certain time after the message is sent to the participant, a certain time after the participant reviews the message, or a certain time after the participant responds to the message (covered in claim 5).

In claim 23, Harvey combined with Ellis, teaches about a system of claim 22, further comprising:

noting when the message is sent to the participant, when the participant reviews the message or when the participant responds to the message (Harvey Col 24, lines 25-45); and

sending the subsequent message a certain time after the message is sent to the participant, a certain time after the participant reviews the message, or a certain time after the participant responds to the message (covered in claim 5).

In claim 17, Harvey combined with Ellis, teaches about a system of claim 6, wherein the message and response between the system manager and participant are exchanged using wireless communication. It is well known in the art that wireless communication is a standard way to communicate in an interactive application (Ellis Col 5, line 60-Col 6, line 5).

In claim 32, Harvey combined with Ellis, teaches about a method of claim 21, wherein the message and response are exchanged using wireless communication (covered in claim 17).

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In claim 37, Harvey teaches about a system for providing an interactive story line “game” having a plurality of routes, wherein a participant “user” assumes the role of a character in the story line, interacts with the story line and affects the progress of the story line, the system comprising (Fig 7):

- a system manager that stores information about the story line (Col 6, lines 20-40);

- a message from the system manager to the participant that seeks a response by the participant (Col 24, lines 25-45);

- a response by the participant to the message that represents how the participant's character interacts with the story line and that is provided to the system manager (Col 24, lines 45-55); and

- a timer that notes when the message is sent to the participant, when the participant reviews the message or when the participant responds to the message (covered in claim 5);

- wherein the system manager progresses the story line along a route by sending a subsequent message to the participant, the subsequent message having content based on the participant's response, and being sent a certain time after the message was sent to the participant, a certain time after the participant reviewed the message, or a certain time after the participant responded to the message (Col 26, lines 5-15).

In claim 38, Harvey combined with Ellis, teaches about a system of claim 37, wherein the system manager tracks the participant's location in the story line by noting when the message was sent to the participant, when the message was reviewed by the participant, or when the message was responded to by the participant (Harvey Col 22, lines 45-60).



*Conclusion*

5. Applicant's amendment necessitated the new ground(s) of rejection presented in this Office action. Accordingly, **THIS ACTION IS MADE FINAL**. See MPEP § 706.07(a). Applicant is reminded of the extension of time policy as set forth in 37 CFR 1.136(a).

A shortened statutory period for reply to this final action is set to expire **THREE MONTHS** from the mailing date of this action. In the event a first reply is filed within **TWO MONTHS** of the mailing date of this final action and the advisory action is not mailed until after the end of the **THREE-MONTH** shortened statutory period, then the shortened statutory period will expire on the date the advisory action is mailed, and any extension fee pursuant to 37 CFR 1.136(a) will be calculated from the mailing date of the advisory action. In no event, however, will the statutory period for reply expire later than **SIX MONTHS** from the date of this final action.

6. The prior art made of record and not relied upon is considered pertinent to applicant's disclosure.

US Patent No. 6,371,855 by Gavriloff teaches about a fantasy internet sports game.

US Patent No. 6,763,342 by Mattern et al. teaches about a system and method for facilitating interaction with information stored at a web site.

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Michael S. A. Delgado whose telephone number is (571) 272-3926. The examiner can normally be reached on 7.30 AM - 5.30PM.


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If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, David A. Wiley can be reached on (571) 272-3923

The fax phone number for the organization where this application or proceeding is assigned is 703-872-9306.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free).

  
MD

  
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SUPERVISORY PATENT EXAMINER  
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